VOLUME 12, NUMBER 5

Scarlett

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BIG RED
COMPUTER CLUB

CLUB NEWS

Apple IIGS Wanted: Big Red Computer wants to buy one or two used Apple IIGS's. We need them to have Apple brand 3.5" disk drives that are in good working condition. If you want to sell your IIGS, please call us at (402) 379-4680 and ask for Dean.

Limited Quantities Left: We have less than 20 copies of each of the following IIGS products left in stock. When these units are gone, they will be gone forever. The products are:

MP53	Captain Blood	$15.00
MP52	Shadowgate	$15.00
MP54	Deju Vu	$15.00
MQ50	Pirates	$15.00
FL65	The Third Courier	$20.00
FL70	Jack Nicklaus Golf	$24.00
FL90	Nicklaus Course Disks	$15.00
FL95	Test Drive II Car Disks	$10.00
DW53	Great Western Shootout	$15.00

Earthquake Slows Software Distributor: The recent earthquake in Northridge, California caused the roof to cave in on Baker & Taylor's warehouse, temporarily putting them out of business. Baker & Taylor is a software distributor which sells Apple II and Apple IIGS products to dealers and other resellers. Baker & Taylor was the only source for Apple II software from publishers such as Broderbund, The Learning Company, Davidson and GameTek. It could be two to three months before the company is able to completely recover.

Kraft Joystick Discontinued: For the past year, we have been selling a Kraft joystick which could be used on either an Apple II or an MS-DOS computer. Effective immediately, Kraft has discontinued this product leaving the Apple II community without a joystick manufacturer. Big Red is conducting an extensive search to find a replacement product.

Good Buy on a IIGS

My wife recently asked me how long ago was it when we went to St Louis. I couldn't remember the date but I did remember the purpose of the trip. We went to see Apple's official unveiling of the Apple IIGS. I dug out the old issues of Scarlett and found the date: September 1986.

It's hard to believe that the IIGS will soon be 7 years old. I bought a IIGS as soon as they became available. It was one of the "Woz" editions. The total cost was around $2000 including both the 5.25" and 3.5" drives and a color monitor. I had to have the motherboard updated to ROM 01, but my local Apple dealer did that for free. Since then I've upped the memory from its original 256K to 4 Megabytes. We still use it every day to make disk copies. And if I boot it up under System 6.0, it will run just about every piece of software that we have (which is just about everything that was ever written for the IIGS).

If I wanted to sell my original IIGS (which I don't), I think it would be worth about $200 to $300.

Shortly after I bought that original IIGS, I purchased a Macintosh Plus with 512K of RAM and a built-in 9" monitor. This was the slowest, most annoying computer that I have ever used. I think it cost me over $2000 and I soon had to add more memory in order to run any of the software. I sold the Mac Plus in 1988 because it was basically obsolete. All the new Mac software required a hard drive and a faster CPU. I think I got $200 for it. If I still had it today, it wouldn't be worth anything except as a boat anchor.

I replaced the Mac Plus with a Mac SE30. It still had the built-in black and white 9" monitor but it came with a built-in hard drive and was considerably faster than the Mac Plus (although I still found it to be painfully slow).

I still have the Mac SE and we use it exclusively for word processing. Much of the current Mac software requires a color monitor or more memory and hence it is incompatible with the SE.

I didn't buy my first MS-DOS compatible computer until 1991. If I had chosen to buy one in 1986, it probably would have been a 10 Megahertz 286 with a CGA monitor. This would have been just as obsolete and worthless as the Mac Plus.

I'm even finding the 33 Megahertz 386 that I bought in 1991 is rapidly becoming outdated. It's too slow for many of the newer applications, plus I really need a CD-ROM drive.

So I think that buying an Apple IIGS in 1986 turned out to be a lot better deal than buying either a Mac or a MS-DOS compatible. After all, there are still a few programs being written for it and it continues to work well.

In 1994, I plan on buying one of Apple's new PowerPC's. Hopefully it will last as long as my IIGS.

INSIDE

Industry Beat 2
Just About Gaming 3
Review: discQuest 4
Review: Softdisk G-S 6
AppleWorks 4.0.2 Update . 7
Installing Tool029 8
GS Public Domain 10
Order Blank 11
Final Clearance Sale 12

Industry Beat

Apple, Inc

Major Announcement from Apple: Apple shipped me an overnight letter. It arrived on December 31st via Federal Express. I couldn't wait to open it. It must be a press release for the PowerPc or maybe an announcement of eWorld, Apple's latest entry into the on-line services. I eagerly opened the letter and was I ever stunned! It was an announcement for the Apple Citibank card.

It works just like any other Visa or Mastercard, but with one important difference. The Apple Citibank card lets you earn Apple rebates of up to 5%. You can use these rebates toward the purchase of Apple products. Jump for joy! What will they think of next?

Apple IIe Position Statement: Apple recently removed the Apple IIe and all other Apple II products from its Education Price List and its Dealer Price List. The following is Apple's official statement on this action:

"Since its introduction in 1977, the Apple IIe computer has been one of the most popular computers with K-12 customers in the United States, having sold more than 5.5 million systems. With the introduction of the Macintosh Classic and the Macintosh LC family, our education customers have found the increased performance, functionality and flexibility of the Macintosh platform to be a powerful and viable migration platform from the Apple II platform. This has been strongly evidenced by the fact that in 1993, more than 93 percent of all computers sold by Apple to K-12 customers were Macintoshes, with the LC line becoming the best selling line of educational computers.

As a result, since 1992, Apple has seen a dramatic reduction in sales of IIe systems to our customers. With such low demand for the Apple IIe and continuing strong market acceptance of newer, more powerful Macintosh computer systems, Apple can no longer justify the manufacturing expense given our current business model and has removed the Apple IIe computer system from our Education Price List."

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Editor: Ed Vacant

BRCC is an international Apple user group committed to distributing public domain software and information about Apple II computers.

Scarlett subscriptions are available as part of membership in Big Red Computer Club. Membership is $9.95 for the USA, Canada, or Mexico.

BRCC earnestly solicits articles about Apple II computers and applications. Send for a writer's guide.

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Big Red COMPUTER CLUB

User Group Connection

User Group Member Purchase Program: The User Group Connection has been established by Apple, Inc. to provide additional support to user groups. Each month, all user group "Ambassadors" receive a mailing from the User Group Connection.

The User Group Connection has now established a purchase program in which user group members can buy refurbished or discontinued equipment from Apple. Refurbished products are equipment that has been returned to Apple by existing resellers. It may have been returned for any number of reasons, including discontinuation of that model, a return by a customer, or a malfunction in the product. All returns are checked for proper function, repaired if necessary, and marked "refurbished" on the box. Refurbished products include a 90-day warranty.

The actual procedure for taking part in the purchase program is quite complicated. Basically you order the product a month ahead and then at the start of the next month it will be shipped directly to you from the User Group Connection.

Items in the January offering were a Performa 600 5/160 w/CD for $999; a 16-inch RGB monitor for $999; and a Performa 405 4/80 w/.39 monitor for $659. These items had to be ordered by January 31, 1994.

The February offering features PowerBooks. The PowerBook 170 4/40 w/ modem is $1329. The PowerBook 165 4/ 120 is $1379 and the Duo 210 4/80 Bundle which includes a 14" color monitor is $1449. Orders for these items will be taken from February 1 through February 28. Shipments will be made the week of March 1.

California residents will be charged sales tax and there is a $15 shipping charge for each item ordered. For more information on this purchase program, send a SASE to Big Red and we'll mail you out the paperwork.

Seven Hills Software

Telecommunications Program Released: *Spectrum* is a brand new telecommunications program written specifically for the IIGS. It uses the standard Apple IIGS "desktop interface" so it's easy to learn and use. It will support all baud rates from 50 to 38,400 and includes many file transfer protocols including ZModem. A powerful, yet easy to use, scripting language allows *Spectrum* to be tailored for specific uses. *Spectrum* retails for $129.95. You can order it from Big Red for only $65. Use product number SV80.

JUST ABOUT GAMING

by Dean Cyboron

The response to the Just About Gaming article has been great. It is a lot of fun to see the clever ways solutions are found to gaming problems. We not only learn specific hints, we get a glimpse at how the games are played. I want to offer our thanks to all of you who have written with your questions, hints, and tips. I hope it helps. Go Gaming!

Bard's Tale I

Jacob Eisinger is asking for some help on Bard's Tale I. He writes: "I have done everything I know. All of my characters are over the 20th level. How do I beat the game? How do I get past a locked gate? What do inns do for you and how do you get to them? Help!"

Bard's Tale II

In the last issue of Scarlett, Mark Setzer was looking for some help in playing Bard's Tale II. Mark's questions were:

1. How do you learn the Dreamspell?
2. Name two things to break the rock.
3. What is the name of the crypt?

Christopher Mills, from Colorado Springs, responds with the following hint. The tombs are in the Temple of Darkness in Ephesus, but you won't find the spell there. You learn of the spell in the Destiny Stone, the final Dungeon.

Albert Teo, from Brunei, also adds, that if you don't know the two things to break the rock, cast the Dreamspell and you will be able to bypass the woman.

The name of the crypt is Grey Crypt. It holds the 6th segment of the destiny wand. Enter it when you're done with Oscon's Fortress. No magic works in the crypt.

Cowan Young offers some additional hints he found useful in Bard's Tale II.

If you really value the cold and fire horns, and money is no object, use all but 1 of the charges. Sell it to Garth and buy it back fully recharged. This method also works for Mithril Arrows.

To gain free information from the Sage, Save the game outside his hut. Enter and ask him your questions. Pay his outrageous fees. Reload the game. You have your answer and all your fees back. You have just saved a bundle and got something for nothing.

Cowan also has some questions for the following programs:

In Police Quest 1, I am undercover at the Hotel Delphoria. My problem is I can't get rid of Marie. She keeps following me. Does anyone know how to get rid of Marie so that Sonny can meet with the bartender?

In Ballyhoo, from the Lost Treasures of Infocom, I have Chelsea's ribbon and the newsprint. I've discovered the illegal gambling and the detectives dead drunk. What do I do next? Is the mouse trap useful? Do I have to go into or on top of the elephant tent?

Dragon Wars

Peter Semel has been stuck for weeks trying to find the Royal Game Preserve and the Scorpion Bridge to get to the Eastern Isles in Dragon Wars. He has been all through Kings Island and Quag, including Byzanople and Kingsholme and their dungeon's. He can't go any further. Also he is looking for the magic spectacles, the jade eyes, Lanacton's Lab, and the College of Magic?

The Immortal

The most frequent request for game play help is from The Immortal. The play in question is at the end of the second level. You have gotten all three gems and are trying to figure out what to do with them and how to get out of this level. If you don't have three gems, try dropping the rock in the slime.

You will come into a room where it is silent. The silence makes something seem wrong. Usually you need to enter these rooms with a tense body and an intense mind. But the peace is sadly discomforting. Carved into the floor of the room are three circles with triangles within them. Within each circle are four holes just the right size for the gems. With three circles and four holes in each circle, what do you do? The clue is from Gresh's words early in the game that said: "right, left, center".

You need to go to the first circle (the left circle). Place one gem in the right hole within the first circle. Place another gem in the left hole of the second circle (middle circle). Place the final or third gem into the center hole of the third (right) circle. A trap door will open plunging you into the third level antechamber.

Product Review

discQuest

by John Wrenholt

I was just putting the finishing touches on our Apple IIGS catalog when the press release came in over the fax machine. *"Sequential Systems Announces CD-ROM Support for the Apple IIGS!"* blared the headline. This was the best IIGS news I'd heard in a long time and there just had to be room for it in the catalog. The only spot available was the back cover and that's where I put the announcement.

Since then the phones haven't stopped ringing. I would never have imagined how many Apple IIGS users there are that want to add a CD-ROM drive to their computer.

Unfortunately, most of the people who called had expectations that were much, much too high. I've reread the catalog blurb several times and I can't find anything that was inaccurate. But apparently I didn't give enough information about just what Sequential's new product does. This article is meant to correct that problem and answer the most commonly asked questions that we have received.

How does discQuest work? After you have installed the discQuest program on your IIGS, you simply launch it from the Finder. discQuest will then scan the SCSI interface and search for any CD-ROM drives. discQuest will only work with CD-ROM's that are in a particular format called DiskPassage which are text-based informational databases.

For the Family Doctor CD-ROM, discQuest gave me a choice of several broad topics such as "Questions & Answers", "Prescription Drug Guide", and "Human Anatomy". I can browse through the topics by double-clicking on them. Each time I click, I'm shown additional sub-topics until I finally reach the actual text. Or I can use the search option to find information about a particular topic. A search on the word "polio" came up with four matches.

Is the program called DiscAccess or discQuest? It was originally called DiscAccess but when Sequential discovered that Seven Hills had a product called Disk Access they decided to change the name to discQuest in order to avoid any confusion.

Didn't the Apple IIGS already have support for CD-ROM drives? Yes, there have been CD-ROM drivers included on the System disk for some time now. The problem has been that there were few CDs that you could access with them. Apple produced a CD-ROM for System 6.0 software developers that worked on the IIGS. I know that at least one CD-ROM of Apple IIGS public domain software was released but that was about it.

What discQuest does is to expand the number of titles that work on the IIGS. It allows any CD-ROM which uses an industry standard called DiskPassage to be used on the IIGS. There are about twenty-five titles available right now and more are being published all the time. (See the list of supported titles at the end of this article.)

Can I play CD games like the *7th Guest* and *Battlechess Enhanced* on my IIGS? No. Programs are written for specific computers and there just isn't any way to run MS-DOS or Macintosh programs on a IIGS. What we can do is to share data files such as text information, graphics, fonts, and sounds with Macintosh and MS-DOS users. Big Red is planning on developing a CD-ROM which includes several IIGS games such as Blockout, Tunnels of Armageddon and Ancient Glory.

What are the hardware requirements for using discQuest? The system requirements are an Apple IIGS with 2 Megs or more of RAM, System 5.0.4 or higher, a 3.5" floppy drive, and a SCSI CD-ROM drive and interface. If you already have a SCSI interface for your hard drive, then you can daisychain the CD-ROM with it.

Can I use any CD-ROM drive with discQuest? My understanding is that you can use any "SCSI" CD-ROM drive. This means that most of the MS-DOS CD-ROM drives won't work on the IIGS. Any CD-ROM drive that works on a Macintosh, should also work on the IIGS with discQuest. I have an old Apple brand CD-ROM that I bought when CD-ROM support was first added to the Macintosh. It works great with discQuest, although it doesn't support the ability to listen to audio clips. Newer Mac CD-ROM drives shouldn't have this problems.

Do I need a double-speed CD-ROM drive? No. Since discQuest works with text databases, there is little advantage to getting a double-speed CD-ROM drive. A regular drive should be more than fast enough.

Will any RamFAST SCSI card work with discQuest? No. You need to have the revision "E" version of the RamFAST SCSI card. If you have an older revision, then you can update to the rev "E" for only $7.50. Call Sequential Systems directly to get this upgrade.

Will the Apple High Speed SCSI card work with discQuest? Yes. If you have the Apple SCSI card, then you don't need to purchase the RamFAST card.

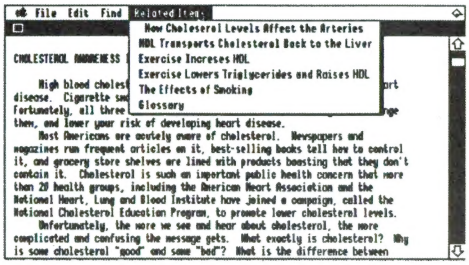
Are there any encyclopedia CD-ROMs such as Grolier's or Compton's that will work on the IIGS? At this time, there are no encyclopedia CDs that will work on the IIGS. However, there are discussions going on behind the scenes and I'm hopeful, that by the end of 1994, there will be at least one encyclopedia CD that will work on a IIGS.

Can I pull text and graphics from discQuest to incorporate into a GS application like AppleWorks GS? Anything that appears in the text window of a discQuest application can be copied and pasted so you can easily use it with any true GS application. At the present time, you can either view the graphics or you can print them out, but I didn't find any way to copy them into another application.

I'm ready to buy. How much is a complete CD-ROM setup going to cost me? Sequential Systems has put together a bundle package which includes a Texel CD-ROM drive, a RamFAST SCSI card

and the discQuest software. Big Red is going to sell this bundle for $550.

If you already have a CD-ROM drive and the SCSI card, then you can purchase just the discQuest software for $79. The software also includes The Family Doctor CD.


File Edit Find Related Items
How Cholesterol Levels Affect the Arteries
HDL Transports Cholesterol Back to the Liver
Exercise Increses HDL
Exercise Lowers Triglycerides and Raises HDL
The Effects of Smoking
Glossary
CHOLESTEROL AWARENESS
High blood cholest
disease. Cigarette sm
fortunately, all three
them, and lower your risk of developing heart disease.
Most Americans are acutely aware of cholesterol. Newspapers and
magazines run frequent articles on it, best-selling books tell how to control
it, and grocery store shelves are lined with products boasting that they don't
contain it. Cholesterol is such an important public health concern that more
than 20 health groups, including the American Heart Association and the
National Heart, Lung and Blood Institute have joined a campaign, called the
National Cholesterol Education Program, to promote lower cholesterol levels.
Unfortunately, the more we see and hear about cholesterol, the more
complicated and confusing the message gets. What exactly is cholesterol? Why
is some cholesterol "good" and some "bad"? What is the difference between

Many subjects have related topics. You can select them from the menubar.

The following CD-ROM titles are compatible with discQuest and new titles are being released all the time. You can purchase these CD-ROMs from several sources. The average cost is $40. Big Red Computer is currently compiling a catalog of CD-ROMs for the IIGS. It will include these titles plus others that have TrueType fonts, graphics, sound effects and music.

The Family Doctor by CMC. This CD gives easy to understand advice to nearly 2,000 of the most commonly asked health questions. It has over 300 illustrations including the human anatomy so that you can explore the body systems, structures and functions. It contains data on more than 1,600 prescription drugs.

Sherlock Holmes on Disc! by CMC. The complete text of all the Sherlock Holmes stories by Sir Arthur Conan Doyle. Linoleum block prints by Dr George Wells accompany each story.

Monarch Notes ® on CD-ROM by the Bureau. This multi-media edition of Monarch Notes includes the complete text of the entire collection. Each Monarch Note includes author biographies, literary style overviews, relevant historical information, story synopses, character analyses, critical commentaries, bibliographies, and essay questions. Authors range from ancient Greek and Roman (Aristophanes, Catullus), to modern (Oscar Wilde, Tennessee Williams, E.M. Forster). It includes illustrations and spoken excerpts.

Darwin Multimedia CD-ROM by LightBinders. This CD-ROM contains the complete text with original illustrations of Charles Darwin's "The Origin of Species", "The Voyage of the Beagle", and "The Descent of Man." There are more than 650 images and several other related reference books included.

Shakespeare by CMC. The complete works of Shakespeare including plays, poems, and sonnets in both American and Queen's English versions.

Great Literature by the Bureau of Electronic Publishing. The full text of over 500 literary classics with illustrations, CD-quality voice-overs and music performances. Everything from Alice in Wonderland to the Nixon Tapes to the Declaration of Independence. There are 1896 complete works by such authors as Dickens, Whitman, Thoreau and Chaucer. This CD includes thousands of images with full search and browse ability.

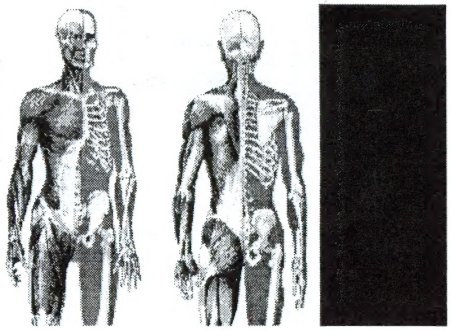
Parenting – Prenatal to Preschool by CMC. This parenting tool is designed to provide immediate answers to questions asked by parents and would-be parents. Topics include fertility, problem pregnancies, childbirth, and child development from birth to age five. It includes the complete text of "Your Child: A Medical Guide", "The Parent's Q&A Book", "The Ultimate Baby Name Book" and several other reference materials. There are over 400 images. Audio clips demonstrate the normal developmental stages of children's language.

Multimedia Audubon's Birds by CMC. The complete text with bird lithographs of John James Audubon's "Birds of America." It also includes audio bird calls for many of the birds.

Multimedia Audubon's Mammals by CMC. The complete text with mammal lithographs of John James Audubon's "Quadrupeds of North America." It also includes audio sounds for many of the mammals.

The Best of The Bureau by the Bureau. This is a collection of literature and history with hundreds of works culled from the best titles by the Bureau. There's Dickens, Twain and biographies of the famous and infamous.

U.S. History on CD-ROM
History of the World on CD-ROM
Countries of the World on CD-ROM
Diverse and complete collections of writings and images of history and cultures the world over.



Most of the graphics are too large to be viewed on the screen at once, so you can scroll the window to view the portion you want. The current version of discQuest only shows the graphics in grayscale but a color version will be available very soon.

HOW CD-ROM DRIVES WORK

A CD-ROM drive has the ability to read CDs. The same type of CD that can be used to hold music, can also be used to hold programs and computer data. The information that is stored on a CD is permanent and once a CD has been "pressed" or manufactured, there is no way to alter the information on it. This means that you can only load information from a CD, you can never save to it.

The chief advantage of a CD is that it can hold a tremendous amount of information. There is enough room on a CD to hold up to 600 Megabytes of data. It would take seven hundred and fifty 3.5" disks to hold this much information.

Information is stored on a CD in much the same way that music is stored on a record. There is one long continuous groove that is cut into the CD. A laser beam shines into the groove and reads the data. Computer CD-ROM drives have a stepper motor so that the laser beam can move across the CD to search for information. "Seek time" is the amount of time it takes the stepper motor to move the laser beam to the right place on the CD where your data is located. It is normally expressed in milliseconds. For computer usage, a CD-ROM drive should have a "seek time" of at least 350 msec. A really good drive would have a seek time of 200 msec.

The other speed factor for CD-ROM is their rotational speed. The average CD-ROM drive spins fast enough so that about 150,000 bytes of data can be transferred to your computer every second. This seems like it ought be fast enough but applications like real-time video require much faster CD-ROM drives. Hence, manufacturers have started making double, triple and even quadruple speed CD-ROM drives. A double speed CD-ROM drive can transfer 300,000 bytes of data per second.

For the Apple IIGS a single-speed CD-ROM drive with a 350 msec or better seek time is what I would recommend. Mac or MS-DOS users will want to purchase a double-speed CD-ROM drive.

Product Review

Softdisk G-S Reaches 50th Issue Milestone

In 1981, the Apple II computer was the number one computer in both education and home use. Lots of software developers were forming new companies and hoping to strike it rich writing programs for this wonderful computer. Some of the companies such as Broderbund and Sierra On-Line were to become very successful. Many found that it took more than just programming skills to develop a successful company and are now long gone.

The number one Apple II magazine was a publication called "Softalk." It was published by Al Tommervik and his wife Margot. Softalk was a wonderful magazine but the Tommerviks weren't the best financial wizards and it went bankrupt in 1985.

You may be wondering what all this has to do with Softdisk G-S. Well, before Softalk's collapse, the Tommerviks helped a lot of smaller companies get started. One such company is Softdisk Publishing. Founded in 1981, by Jim Mangham, Softdisk Publishing has survived over the years and today it employs over 70 people and generates annual revenue of $6 million, making it one of the 100 largest software companies.

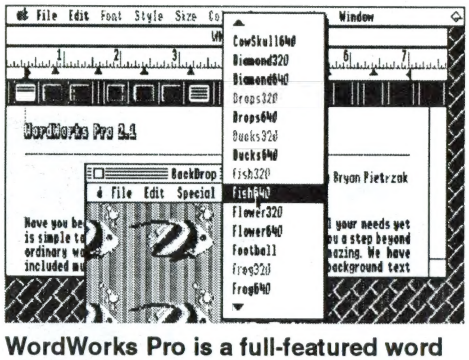
Softdisk's first product was a monthly software subscription for Apple II users. Each month users would receive a disk full of high quality, low-cost software. Despite the fact that other companies have turned their back on the Apple II, Softdisk Publishing still considers the Apple II to be a very important part of their business. In addition to Softdisk for the Apple II, Softdisk Publishing now has subscription products for IBM compatibles, Macintosh, Commodore 64, Commodore 128 and the Apple IIGS.

The Apple IIGS product is called Softdisk G-S. It's first issue was published in September 1989. Today there are over 5000 active subscribers making each issue one of the best selling IIGS programs.

Softdisk G-S recently reached a milestone and published their 50th issue. Each of those issues has contained from four to seven original programs for the IIGS. Like any monthly publication, the quality and content of the programs vary from month to month. One issue may focus primarily on games and the next issue will feature educational programs.

Since they have to put out a new disk every month, the programmers at Softdisk work on a thirty day cycle. This doesn't give them enough time to add all the bells and whistles that you might expect to find in a program from a company like Broderbund or Sierra On-Line. But the programs are a big step above shareware. They always include professionally drawn artwork which really makes them stand out from the crowd. Plus all programs go through a rigorous quality-assurance testing program so that you know they're bug-free.

All documentation is included on the disk in well-written text files that are easily accessed from within the Softdisk user interface.



WordWorks Pro is a full-featured word processing program. BackDrop allows you to change the background screen on your desktop. I used it to create the brick pattern shown here.

Issue 50 contained six features for the Apple IIGS (minimum requirements are one Megabyte of RAM, System 6.0 and one 3.5" floppy drive). They were:

WordWorks Pro 2.1: This word processing program is small - only about 200K - so it loads quickly and can even be run from a floppy. It also has a lot of great features such as multiple-line keystroke macros, headers and footers, foreground and background text colors, find/replace options, a user-friendly preferences menu, a ruler, a toolbar, and a help system. I've seen word processors that cost a lot more and do a lot less than WordWorks Pro.

BackDrop: For me, this program would be worth the cost of the entire issue. I love it. Basically, BackDrop gives you a nice selection of colorful patterns that can be used for the background on your desktop. There are leaves, frogs, mosaics and several other patterns to choose from. Plus it's very easy to use. If you've seen "WallPaper" on a Windows computer, then you have a good idea of how BackDrop works.

ClipPic 2.0: A rather mundane desk accessory which allows you to copy portions of the screen to the clipboard.

Scrapbook: This basically gives you an unlimited number of clipboards so you can cut, copy and paste unlimited numbers of scraps.

Winter Clip Art: Super high-resolution images of a penguin, a snowman, a candy cane, a sack of presents and snowflakes.

Spencer's Corner: A monthly column with graphic or page layout files. This issue includes AppleWorks GS page layout files for candles, angels and bells.

Softdisk G-S Issue 50 also contains the usual monthly articles, including "Diskovery," a computer-oriented editorial and "Professor Know-It-All," a question and answer column.

U.S. subscription prices for Softdisk G-S are: $29.95 for three months; $49.95 for 6 months; or $89.95 for 12 months. Softdisk Publishing's customer service number for subscription information and orders is 800-831-2694 for U.S. and Canada (elsewhere 318-221-8718). The Apple IIe version is also available. It is distributed on 3.5" disks.

AppleWorks 4.02 Updater and Randy's Free Patcher for AppleWorks 4

Last November, Quality Computers teamed up with Randy Brandt and his team of programmers to develop a new version of AppleWorks. AppleWorks 4 is by far the most extensive upgrade that AppleWorks has ever gone through. Several TimeOut modules were incorporated directly into the program, plus users get over 100 new features. Current AppleWorks owners can upgrade to version 4.0 for $79.95. We highly recommend AppleWorks 4 with the following exceptions. This version takes up slightly more memory than it's predecessors so if you only have 128K of RAM, you might want to purchase more memory before upgrading. Secondly, it's difficult to use this version unless you have either a 3.5" disk drive or a hard disk.

Recently, Randy Brandt released two freeware programs for owners of AppleWorks 4.0.1. **Make402** converts AppleWorks 4.01 to 4.02. This update fixes a number of small bugs (see the listing below). **Randy's Free Patcher** allows you to customize some of the AppleWorks features to your own preferences. These programs are available from Big Red for $3.50. Use product number R35 for a 5.25" disk or R303 for a 3.5" disk version. Also included on these is a text file which contains the manual for Timeout Paint. This module was included with the AppleWorks 4 program but there was no manual included.

Make 402 Fixes

APLWORKS.SYSTEM (startup)
o TimeOut can now load multiple 30-application menus.

SEG.PR (printers)
o A bug in the DeskJet driver was fixed which caused a cloverleaf symbol to be printed at the start of lines in the Word Processor.

SEG.DC (dictionary copier)
o The dictionary copier now works with 5.25" disks, and also works if you're using a custom dictionary named something other than CUST.DICTIONARY.

SEG.SS (Spreadsheet)
o You may now define up to 99 recalcs instead of just 5 with the NT option in the OA-O screen. The automatic recalc at print time and the recalc count are now properly stored with the file.

SEG.WP (Word Processor)
o The error message for "maximum lines" no longer leaves inverse mode active.

SEG.AW (Organizer/Desktop Functions)
o Files with lengths exactly divisible by 4096 are now copied properly by the File Activities.

o The user may now leave a Data Base file and change the path using ProDOS directory to pick a subdirectory from a list. Before this could destroy the Data Base file because it wasn't being closed.

o Text files are now loaded into the Word Processor as Unchanged instead of as New files.

SEG.DB (Data Base)
o Record selection rules now displays the date text when the rule is "Date contains."

o Record selection rules are cancelled when OA-I is used to insert new records.

o Record selection rules did not always work after a new record was inserted. That bug has been crushed.

o With OA-F Find rules active, OA-M did not work properly.

o Formatting rules did not always "take" after a new record was inserted. Now they do.

o When importing a Spreadsheet cell containing "ERROR," MouseText was placed in the Data Base. Now "NA" is entered in the category.

o Locked categories are now respected during record recalculations.

o Files may now import from another file's category which is numbered higher than the category count in the current file.

o Loading a single Data Base file will now show the century correctly.

SEG.DR (Data Base Reports)
o You may now delete a report after over twenty reports have been defined. Earlier, the highest numbered report was duplicated.

o Selecting the Arrange option on a tables report now works with the cursor on the last category.

Randy's Free Patcher

Many users are used to modifying AppleWorks almost beyond recognition. This is a moderate attempt to provide some of the most popular patches to anyone who wants them. Originally there was thought of updating Companion Plus, but it appears that wouldn't be worth it financially. With John Link's "lastPatch" already providing 18 or so patches to many users, Companion Plus isn't feasible. However, "lastPatch" is not available to TimeOut-Central or GEnie users, so I decided to devote a day to writing RFP.

All RFP patches are reversible. You're given the current setting for all patches (except Yes/No) and given the option of toggling it by pressing the "y" key.

RFP Patches

Auto-save key: Normally AW issues an OA-Control-S during an auto-save, thereby storing the file in its original directory. Switching this to OA-S will store the file in the current directory.

OA-H ending character: Normally AW does a form feed after an OA-H screen dump. RFP lets you change that to a simple Return.

Startup cursor: Normally AW starts up with an insert cursor. This option lets you make the strikeover cursor the default.

Check marks: Normally AW marks picked entries and menu items with a "-->" but you can change that to a MouseText checkmark with RFP.

One-key menus: Normally AW requires a Return key after the number of a menu item, even if the menu has less than 10 entries. This option immediately selects menu items when the number is pressed.

Vertical character: Normally AW draws file cards with "|" characters. Users with foreign character set Apples find this unattractive, so this option uses the "!" character instead.

Word Processor Return symbol: Normally AW uses the homely "blot" character to indicate the end of a carriage Return line. We find the MouseText bent arrow to be a vast improvement.

Data Base Tab: Normally AW stops if you press Tab on the last category in multiple record layout. This option tells AW to wrap back to the first category in the next record.

MouseText Disks/Folders: Normally AW spells out the words "Disk," "Path," and "Subdirectory" in file listings. This option uses the much cooler MouseText symbols.

Smart-save key: Normally the Smart-save feature requires OA-Control-S to store a file in its original directory. You may switch this feature to OA-S if you don't want to press the Control key. In that case, OA-Control-S will store the file in the current directory, as OA-S originally did.

Standard Getfile keys: When AppleWorks is at a file listing, Escape cancels completely, OA-. moves you into the highlighted subdirectory, and OA-, backs you out of the current subdirectory. Enabling the standard Mac/GSOS Getfile keys allows OA-. to cancel completely, Escape to back out of the current subdirectory, and Return is used to move into the highlighted subdirectory.

Reverse Yes/No: Normally AW displays "No" as the default when a "Yes/No" question is asked of the user. This option allows you to reverse the order so that "Yes" is accepted when Return is pressed.

IIgs Enter key in spreadsheet: The IIgs Enter key is normally the same as Return. This option allows it to act like a Down arrow in the spreadsheet, simplifying data entry with the keypad.

Spreadsheet overflow character: Normally the Spreadsheet displays "#" when a cell's value is too large to display. This option allows you to use the Vertical character (see prior patch) instead.

Spreadsheet money character: The Spreadsheet formats money by preceding it with a "$" character. Users with UK displays prefer to use "#" and this patch grants that small wish.

An Answer To The Most Often Asked Tech Question

Installing Tool029

by Ed Vacant

Includes 'How to Copy a Disk on a one 3.5" Disk Drive System'

Editor's Note: We have attempted to write this article so that even a brand new IIGS user will be able to follow along. But if you find it confusing, we urge you to read either the "Getting Started with the Apple IIGS" manual or the "Apple IIGS System 6 User's Reference". Both of these manuals cover using the Finder in much greater detail.

Maybe you have been there. You are ready to launch into a game program and, as it is loading, this message flashes to your screen, "This application needs Tool029 in the System:Tools folder". At that time you might be feeling frustration, confusion or panic. "How do I install Tool029?" is our most often asked technical support question. We know the calls we receive are just a sampling of what our members are experiencing as a whole, so you are not alone.

The actual process of installing Tool029 on your system disk is very simple and just takes three steps:

1. *Make a backup copy of your system disk.*
2. *Delete some files to make room for Tool029.*
3. *Copy Tool029 from the tools disk to the correct folder on your system disk.*

Because so many of you are having difficulty, we are going to go over these three steps in painstaking detail. If you're a beginner, you should find lots of helpful information in this article, even if you never have a need to use Tool029.

WHAT IS TOOL029?

At the very heart of the Apple IIGS operating system, there is a set of programming routines called the Toolbox. There are about 30 different tools in the toolbox. Each tool has a specific function. One tool handles graphics, one handles memory management and another is for music. Tool029 is the A.C.E. tool. It handles some aspects of sound effects. Many games use sound effects and hence require Tool029. Prior to System 5.0.4, Tool029 was included on the system disk. But when System 5.0.4 was introduced, it was too big to fit on one disk and someone at Apple made the decision to put Tool029 on the tools disk.

If you have a hard disk drive, then you won't have a problem with Tool029 because it has already been installed for you by the Installer program. But if you're running your GS with one or two 3.5" disk drives, then you need to create a special startup disk which has Tool029 installed on it.

Your first step is to make a copy of your System 5.0.4 System Disk. (You must do this because you'll have to take something else off your system disk to get Tool029 to fit, and you DON'T want to do this with your original System disk.) NEVER modify a copy of your original system disk. Always keep it as a backup in case something should go wrong.

MAKING A BACKUP OF YOUR 5.0.4 SYSTEM DISK

1) First, write-protect your ORIGINAL System Disk so that you can't accidentally delete anything on it. To write protect the disk, move the black tab in the corner of the disk casing UP, so that you can see through the hole.

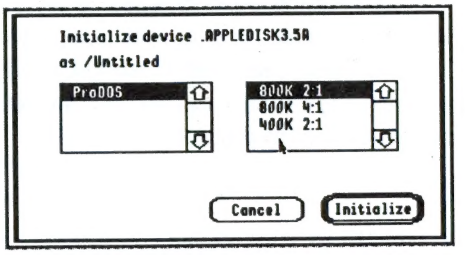
2) Now that it's write-protected, boot up your System Disk.

3) After your system disk boots, you should be in the Finder. The disk icon for your system disk, which is probably named "System.Disk," should be on the right side of the Desktop. Now, manually eject this disk by pushing the eject button on your 3.5" disk drive. Normally, to eject a disk from the Finder, you would drag the disk icon down to the trash, but this time we want the disk's icon to stay on the desktop even though the disk is not currently in the drive.

After you eject the disk, the icon will be dimmed to show that the disk is not "on-line" - that is, it's not in the disk drive. However, we can still drag around the disk's icon.

4) Now insert a new disk onto which you can copy your original System Disk. This can be a brand new, uninitialized disk, or a disk that you've already used. Keep in mind, if it's a disk you've already used, that all its contents will be erased when we copy "System.Disk" to this new disk.

5) This step describes what happens if you put in a new, uninitialized disk. If you put in an uninitialized disk, the Finder will put up a dialog window saying, "GS/OS can't read this disk. Do you want to initialize it?" Under this message, it will say "Please name this disk: ", and there will be a box where you type in the name you want to give to the disk. It is important to realize than you can't, right now, give the new disk the same name as your original system disk. This is because GS/OS (the GS Operating System) tells the disks apart by their name, and it doesn't want to deal with two disks that have the same name at the same time. For now, type in the name "New.System" to distinguish it from the original. Click on the "Continue" button when you're ready to initialize the disk.



Now, the computer comes up with another dialog box with some options. Normally, "Prodos" and "800K 2:1" should already be highlighted, which is what you want. Click on the "Initialize" button to initialize the disk. Initialization destroys any and all contents of a disk, so be sure that it's an uninitialized disk or one you don't mind erasing.

While the computer is initializing the disk, a box saying "Initializing..." will appear. When the computer is done, a disk icon labeled "New.System" (or whatever you named your disk) should appear on the Finder desktop.

6) At this point, another disk icon should appear on the right of the screen, representing the disk you just inserted. If you just initialized this disk and named it "New.System," then it should appear as "New.System." If you put in a disk that was already initialized, it will appear as whatever it was named before. You can re-name the disk by clicking on the disk's name under its icon, then when you get an I-beam cursor type in the new name and hit return. The disk's name isn't too important, but from now on we'll be referring to this disk as your "New.System" disk. If you have trouble naming the disk, see step 6a below.

6a) Step 6a is just a little detour to describe the peculiarities of re-naming disks or other icons in the Finder. First, if the icon you want to re-name is already highlighted, click on the desktop to de-highlight it. By desktop we mean the screen background behind any windows or icons. Now, click ONCE on the icon. Now, when you move the cursor over the name part of the icon, you'll notice that your arrow cursor turns into an I-beam cursor. While your cursor is an I-beam cursor, click on the icon's name. This will give you a cursor in the name field itself. You can now use the arrow keys and the delete key to delete the name already there and type a new name. Press Return when you're done, to accept the new name. Note that if you've clicked on the icon more than once, you won't get the I-beam cursor when you're over the name - click on the desktop to de-highlight the icon, then try again. It's just an endearing little quirk of the Finder.

7) The next step is to drag the dimmed "System.Disk" icon on top of the icon for your "New.System" disk. This will tell the Finder to copy the contents of your original "System.Disk" to your new disk. Remember, "dragging" means positioning the arrow cursor over an icon, then HOLDING DOWN the mouse button while moving the icon. The arrow cursor itself must be over the "New.System" icon when you release the mouse button. The "New.System" icon will become highlighted when you have the arrow cursor over it providing you are still dragging the "System.Disk" icon.

8) When you complete step 7, the Finder should give you a message asking, "Completely replace the contents of "New.System" with the contents of "System.Disk?"" Since copying the system disk to your new disk will erase any contents on your new disk, the Finder gives you a chance to cancel this operation. Click "OK" to copy your original System Disk to your new disk. Since you're using a one-disk drive system, the Finder will ask you to swap disks a couple of times. Just put in the disk the Finder asks for, and click "OK."

INSTALLING TOOL029

Well, that was exciting. Now that we have a copy of your System Disk, here's how to install Tool029:

9) You should now have a copy of your system disk on your new disk, named "New.System". Again, the name isn't really important, but we'll be referring to your backup copy of the System Disk as your "New.System" disk. Make sure the new disk "New.System" is in the drive. Now you'll need to remove some files from the new disk to make room for Tool029. Double-click on the new disk's icon to open it. A window will appear displaying its contents. Find the folder labeled "Tutorial." If you don't see it, try using the scroll bars on the right and the bottom of the window to see more files. Take the folder labeled "Tutorial" and drag it into the Trash. Now go up to the menu bar and select "Empty Trash" from the "Special" menu. This will completely remove the folder "Tutorial" and its contents from your "New.System" disk.

10) Now for the tricky part. It's tricky because you're going to have folders from two different disks open at the same time on the Desktop. To add to the confusion, the folders are named the same.

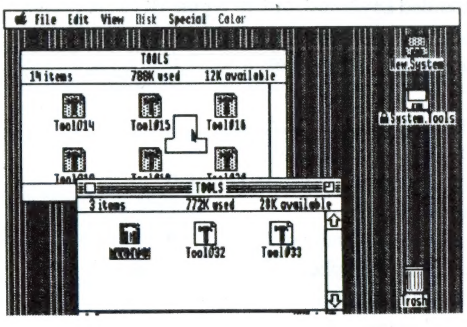
You should still have your "New.System" disk in the drive. From the File menu, select the "Close All" menu option. This will close any windows presently appearing on the Finder desktop. We want to do this because we're about to open a bunch of windows, and we want to keep this as painless and clear as possible.

Now, double-click your "New.System" disk icon to open it again. In the "New.System" window that appears, find the "System" folder and double-click on it to open it. Now, in the "System" window, find the "Tools" folder and open it.

It's the "Tools" folder we want, so we'll close the other folders now to avoid window clutter. Click anywhere on the "New.System" window to bring it to the front. Now click on its close box (in the upper-left corner of the window, on the left side of the title bar) to close the window. Click on the "System" window to bring it to the front and then close it too.

At this point, you should have only the "Tools" window open on the desktop.

11) Manually eject your "New.System" disk by pushing the eject button on your 3.5" disk drive - don't drag the "New.System" icon to the trash. The "New.System" disk icon should be dimmed, and the contents of the "Tools" window open on the desktop should also be dimmed, but both should still be there.



12) Insert the "System.Tools" disk that comes with System 5.0.4. You might want to write-protect it first, if it's not already write-protected. Double-click on the "System.Tools" disk icon to bring up the "System.Tools" window. (Now we're going to do the same thing we did with your "New.System" disk.) Open the "Tools" folder, which is in the "System"

Continued on page 12

by Dean Cyboron

We have added two more freeware and shareware disks to our library this month. Each disk is available from Big Red for $3.50. System 5.0.4 or System 6.0 is required. The shareware fees that are listed are paid on an honor system. If you use the program for more than 30 days, you are asked to send a payment directly to the author of the program.

❑ Disk Volume GS196

Utilities and More
This disk is loaded with a collection of utilities and other programs to try out on your GS. You will find window managers to text editors. The programs on the disk are:

Title: Key Notifier
Author: Eric Sheperd
Requirements: System Disk 6.0.1
Shareware Fee: $5.00
Key Notifier is a Control Panel Device (CDEV) that provides several features related to keyboards. It is most useful for users of the Apple Extended keyboard, but all Apple IIGS users can find it helpful because of the menu bar CAPS Lock indicator feature.

Title: Tsukue v1.1.2
Author: Eric Sheperd
Requirements: System Disk 6.0
Freeware
Permanent initialization file that monitors the launches of applications. It will launch them smoothly without reverting to the text screen while loading.

Title: IIGS Memory Wizard
Author: Jeffrey S. Manning
Freeware
A New Desk Accessory (NDA) that displays the status of your system's memory. It displays the total system memory, memory that can be purged, memory that is available for use by applications and the maximum block size.

Title: IIGS Clock Works v1.0
Author: Jeffrey Manning
Freeware
This is an NDA that displays the system time and date in the menu bar.

Title: Drag Window
Author: Ben Binford
Freeware
Eliminates the dotted lines that the window manager draws when you drag a window around.

Title: JumboDesk
Author: Jason Simmons
Freeware
An NDA that expands your desktop to manage large numbers of windows. Move your window with the mouse without holding the mouse button down, or by using the numeric keypad.

Title: PCT Savior
Author: Eric Sheperd
Freeware
The PC Transporter card has over 700 K available for RAM disk. When transferring into PC mode whatever is stored in the RAM disk is lost. This utility by Eric Sheperd will correct the problem by keeping the files in RAM during the transfer.

Title: Capture
Author: David Empson
Freeware
Print Manager port driver for debugging printer drivers. Capture will let you look at the messages being delivered to your printer.

Title: RUNQ
Author: Marcel Egloff
Program launcher utility that allows you to instantly switch from one application to another without re-entering the finder.

Title: Stampout v1.0
Author: Eric Sheperd
Freeware
StampOut is a TIF, Temporary Initialization File, which you install on your boot disk. STAMPOUT will increase the speed at which writes to ProDOS formatted disks occur.

Title: EMACS
Author: Daniel Lawrence
Registration fee for updates:$25
EMACS is a full screen text editor for creating and changing documents, programs and other text files. Easy for the novice and powerful enough for the expert.

Title: KeyChanger
Author: Eric Sheperd and Greg Templeton
Requires: System 6.0.1
Freeware
KeyChanger allows you to change the EasyMount key equivalent to whatever you want.

Title: LPLaser
Author: Heath Wilkinson
Shareware Fee: $15
This is a printer driver that offers greatly reduced printing times for the LaserJet printers.

❑ Disk Volume GS197

Game Crazy
This disk is a game collection for pure fun. We've included Plumb Crazy, where its not how you plumb but if you plumb enough. There are also included two new scenarios for Jason Smart's adventure classic, ExplorerGS. Travel the land of Daventry and watch out for the Batroom. Play Collocation for a blend of strategy and addicting fun. The programs on this disk are:

Title: Plumb Crazy
Author: Terry Burdett
Shareware Fee: $7.00
There is great fun in this game that will leave you plumb crazy, but asking for more. You will have to build a conduit connecting the left side to the right side. But the water has already started dripping, and you need to connect new pipes before the water runs out the end. The problem though is that the pipe you get may not be the fitting you need. There are 20 levels that will result into some of the strangest plumbing configurations you can imagine. It will also result in some great fun.

Title: Collocation v. 1.1
Author: Benjamin Winnick
Shareware Fee: $7.00
A fun game where you duplicate the pattern presented to you by pushing the blocks in place. As you build your pattern there are bad guys bounding about the screen to dissolve what you have built. Try to protect your pattern with the golden blocks to secure success.

Title: ExplorerGS
Author: Jason Smart
Shareware Fee: $10
ExplorerGS is a Super HI Res, graphic oriented, adventure game. It is one of the best shareware games for the IIGS. It first appeared on our disk Volume GS131. Now we've added two new adventures, Daventry and Batroom. In these games you will be battling monsters, bats and worthy opponents in your search for hidden treasures and wealth. There will be many hidden passageways, traps, spells and always adventure.

We also included the program Game Maker to allow you to create your own Explorer game from scratch. It's like an adventure game construction set where you'll be able to easily create your own scenarios. No programming skills are necessary to create sophisticated adventure games filled with monsters or heroes.

Title: Battleship
Author: Jeff and Mark Sand
Freeware
This is the classic Battleship game.

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3.5"

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GS32	GS33	GS35	GS36	GS39
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GS48	GS49	GS50	GS51	GS52
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GS58	GS59	GS60	GS61	GS62
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GS162	GS163	GS164	GS166	GS167
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GS178	GS179	GS180	GS181	GS182
GS183	GS184	GS185	GS186	GS187
GS188	GS189	GS190	GS191	GS192
GS193	GS194	GS195	GS196	GS197

HYPERSTUDIO STACKS

HS01	HS02	HS03	HS04	HS05
HS06	HS07	HS08	HS09	HS10
HS11	HS12	HS16	HS17	HS18
HS19	HS20	HS21	HS25	HS26
HS27	HS28	HS29	HS30	HS31
HS32	HS33	HS34	HS35	HS36
HS37	HS38	HS39	HS40	HS41
HS42	HS43	HS44	HS45	HS46
HS47	HS48	HS49	HS50	HS51
HS52	HS53	HS54	HS55	HS56
HS57	HS58	HS59	HS60	HS61

HYPERCARD GS STACKS

HC01	HC02	HC03	HC04
HC05	HC06		

synthLAB SONG DISKS

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SL06	SL07	SL08		

NOISETRACKER SONG DISKS

NT00	NT02	NT03	NT04	NT05
NT06	NT07	NT08	NT09	NT11
NT12	NT13	NT14	NT15	NT16
NT17	NT18			

GS FONTS

GF01	GF02	GF03	GF04	GF05
GF06	GF07	GF08		

TRUETYPE FONTS

TF01	TF02	TF03	TF04	TF05
TF06	TF07	TF08	TF09	TF10

Please Circle your Selections Above. Enter the number of disks you have chosen under Quantity. For 1-9 disks, the price is $3.50. For 10-39 disks, the price is $3.10 each. For over 40 disks, the price is $2.90 per disk.

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Use this order blank for group purchase specials and other items

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Final Clearance Sale

by John Wrenholt

It's hard to believe that almost three years have gone by since Big Red licensed the Apple II software of Electronic Arts. But our contract with E.A. expires on March 1, 1994. We are not going to renew it. Our licensing contract with Activision will also expire in March. Therefore, this is your last chance to purchase such great titles as The Immortal, Cartooners, Yeager's Flight Trainer, PaintWorks Gold, and Music Studio.

We've lowered our prices to give everyone another chance at these products. All orders must be received by March 1, 1994. No exceptions will be allowed. Remember to include $3 for shipping and handling. Complete descriptions for these products are available in the Apple IIGS and IIe catalogs that were mailed to all members shortly before Christmas.

Apple IIe

Electronic Arts

EA01	One on One	5.00
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EA06	Skyfox	5.00
EA09	Hard Hat Mack	5.00
EA16	Bard's Tale I	5.00
EA20	Strike Fleet	7.00
EA28	Arctic Fox	5.00
EA30	Pegasus	7.00
EA31	Super Boulder Dash	5.00
EA46	Yeager's Flight Trainer	8.00

Activision

BR09	Cross Country R.R.	8.00
BR15	Rampage	8.00
BR17	Hitchhiker's Guide to the Galaxy	8.00

Apple IIGS

Electronic Arts

EA50	Music Construction Set	8.00
EA51	Bard's Tale I	8.00
EA52	Deluxe Write	8.00
EA55	Deluxe Paint II	8.00
EA56	Instant Music	8.00
EA61	Bard's Tale II	8.00
EA62	Cartooners	8.00
EA63	Zany Golf	8.00
EA65	Skate or Die	8.00
EA66	Instant Synthesizer	8.00
EA68	It's Only Rock & Roll	5.00
EA69	Hot & Cool Jazz	5.00
EA72	Keef the Thief	8.00
EA82	The Immortal	12.00

Activision

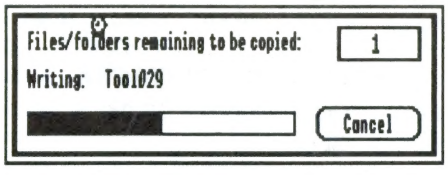
BR83	GBA Basketball	8.00
BR85	The Last Ninja	8.00
BR86	Hacker II	8.00
BR90	Shanghai	8.00
BR54	Music Studio 2.0	15.00
BR55	PaintWorks Gold	15.00
BR50	Clip Art 3-Pack	15.00

Installing Tool029

continued from Page 9

folder on the "System.Tools" disk. Double-click on the "System" folder in the "System.Tools" window, then in the "System" window double-click on the "Tools" folder.

You now have two "Tools" windows on the desktop. One is the tools folder you just opened on the "System.Tools" disk, and the other is the one you opened on your "New.System" disk in step 10.



The "Tools" window from the "System.Tools" disk has only three items, one of which is Tool029. Drag the Tool029 icon from the "System.Tools" "Tools" window to the "New.System" "Tools" window. The Finder will copy Tool029 from the "Tools" folder on the "System.Tools" disk to the "Tools" folder on the "New.System" disk. A "Tool029" icon should appear somewhere in the "Tools" folder in the "New.System" disk, and it should still be in the "Tools" folder on your "System.Tools" disk.

13) That's it! Tidy up by closing the windows on the screen, then congratulate yourself for a job well done. You might want to go back to the "Tools" folder on your "New.System" disk again, though, just to reassure yourself that Tool029 is really there.

You might want to know that when you drag an icon from one disk to another disk, the Finder makes a copy of the item to put on the new disk for you, and leaves the original where it was. However, when you drag an icon to a different folder on the SAME disk, the Finder doesn't make a copy - it just moves the item into the new folder, where it will appear until you move it somewhere else.

This is by no means an exhaustive description of how to use the Finder. To learn more about the Finder and all its mysterious ways, consult the "Getting Started with the Apple IIgs" book that comes with the GS.

In the next issue of Scarlett, we'll take a quick look at the Installer program and how to use it to install Tool029.

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